Project Title	Funding	Strategic Plan Objective	Institution
Visualizing voice	$28,000	Q4.S.G	University of Illinois at Urbana Champaign
Virtual Environment for Social Information Processing (VESIP) Phase II	$335,758	Q4.Other	Soar Technology, Inc.
Virtual environment for social information processing (VESIP)	$0	Q4.Other	Soar Technology, Inc.
Utility of social robots for promoting joint attention in infants and toddlers with disabilities	$199,910	Q4.Other	Orelena Hawks Puckett Institute
Using robotics to promote social cognitive skills in the inclusive classroom	$0	Q4.Other	Anthrotronix, Inc.
Transitions from augmentative or alternative communication (AAC) to speech: A pilot investigation	$60,000	Q4.S.G	University of Kansas
Robot child interactions as an intervention tool for children with autism	$353,250	Q4.Other	University of Connecticut
Phase II. Digital Interactive Scene Program for Language in Autism (DISPL-A)	$484,483	Q4.S.G	Monarch Teaching Technology, Inc.
Phase 2: Animated Visual Support for Social Support (AViSSS); An interactive virtual experience for social skill development	$248,001	Q4.Other	University Of Kansas Center For Research, Inc.
MRI: Acquisition of instruments for interaction, learning, and perception in virtual environments	$0	Q4.Other	Vanderbilt University
Making words meet: Using computerized feedback to facilitate word combinations in children with ASD	$89,132	Q4.S.G	University of Illinois at Urbana Champaign
iSKILLS : The audio/video guidance repository for life skills	$389,442	Q4.L.D	University of Georgia
iPrompt to improve teaching students with ASD	$271,835	Q4.L.D	HandHold Adaptive, LLC
Improving emotion recognition skills in children with ASD: A test of new intervention	$10,000	Q4.Other	Wayne State University
HCC-Medium: Personalized socially-assistive human-robot interaction: Applications to autism spectrum disorder	$28,756	Q4.Other	University of Southern California
HCC: Collaborative research: Social-emotional technologies for autism spectrum disorders	$0	Q4.S.F	Massachusetts Institute of Technology
HCC: Collaborative research: Social-emotional technologies for autism spectrum disorders	$0	Q4.S.F	The Groden Center, Inc.
Expanding the reach of toddler treatment in autism	$10,000	Q4.L.D	University of California, Davis
Do animations facilitate symbol understanding in children with autism?	$197,259	Q4.S.G	Northeastern University
Developmental and augmented intervention for facilitating expressive language	$626,381	Q4.S.G	University of California, Los Angeles
Developing a 3D-based virtual learning environment for use in schools to enhance the social competence of youth with autism spectrum disorder	$498,378	Q4.L.D	University of Missouri
Daily living and community skills video game for children with developmental disabilities	$0	Q4.Other	Sandbox Learning Company

Project Title	Funding	Strategic Plan Objective	Institution
Customized representations promote language learning for older learners with ASD	$76,500	Q4.S.G	University of Delaware
Computerized system for phonemic awareness intervention	$216,403	Q4.S.G	Biospeech, Inc.
Communication success and AAC: A model of symbol acquisition	$332,388	Q4.S.G	University of Kansas
A novel adaptive transactional virtual reality-based assistive technology for autism intervention	$116,875	Q4.Other	Vanderbilt University
An interactive social tutoring system to improve and measure social goals for students with high functioning autism spectrum disorders	$0	Q4.Other	3-C Institute for Social Development
Animated Visual Supports for Social Skills (AViSSS)	$0	Q4.Other	University of Kansas Medical Center Research Institute, Inc.
Adaptive response technology for autism spectrum disorders intervention	$349,876	Q4.Other	Vanderbilt University
A computer-based social intervention for students with high functioning ASD: Using technology to improve special education	$149,993	Q4.L.D	3-C Institute for Social Development